



WRATH UNLEASHED™



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms including: light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause a loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- and rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played.

Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.


OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

IN THE BEGINNING	5	OPTIONS	14
SETUP	6	CONTROLS	14
CONTROLS	6	VIDEO	14
BASIC GAME CONTROLS	7	AUDIO	14
WORLD MAP CONTROLS	7	BONUS GALLERY	15
ARENA CONTROLS	7	CREDITS	15
TOP-DOWN MAP CONTROLS	7	GAME REFERENCE	15
PLAYING THE GAME	8	THE WORLD MAP	16
WAR GAMES	8	MOVEMENT RANGE	16
BATTLE	8	CASTING SPELLS ON THE WORLD MAP	17
CAMPAIGN	9	MAGIC SPELLS	18
TUTORIAL	10	TERRAIN TYPES	20
LOAD GAME	10	WORLD MAP STRUCTURES	23
ARMY BUILDER	10	ARENA COMBAT	24
VERSUS	12	BESTIARY	26
TYPE OF PLAYER	12	LIGHT ORDER	26
WINS NEEDED	12	LIGHT CHAOS	26
ARENA TIMER	12	DARK ORDER	27
TEAM FIGHTER	12	DARK CHAOS	27
TEAM SIZE	13	THE OVERLORDS AND THEIR REALMS	28
RANK LIMIT	13	CREDITS	30
ARENA SELECT	13	HOW TO CONTACT LUCASARTS	31
ARENA TIMER	13	SOFTWARE LICENSE AND LIMITED WARRANTY	32
PROFILES	14		
NEW PROFILE	14		
LOAD PROFILE	14		
BATTLE RECORD	14		



In the beginning, there was only darkness...

*Then light shone in the void and a new world was born.
A realm forged from the elemental forces of
Earth, Wind, Water, and Fire,
where myth and reality become one,
and Magic is the lifeblood of all creation.*

*The nexus of an eternal war waged between the forces of
Light and Darkness...between Chaos and Order,
which destroyed the world in a mighty cataclysm.*

*Unto this broken realm came the Overlords, powerful
beings drawing their might from the elements of creation.*

*The Overlords possess all the mortal passions: Rage... Jealousy...
Desire... and along with them, mortal weaknesses.*

*Beautiful Aenna, Goddess of the waters... the steadfast
purity of crashing waves and thundering waterfalls.*

*Fiery Epothos, Warrior of the rising sun...
volatile guardian of the sacred flames.*

*Devious Durllock, Master of metals and Lord of stone...
keeper of the secrets of the earth.*

*And wicked Helamis, Queen of storms and chaos...
mother of hurricanes, leaving havoc
and destruction in her wake.*

*Now the mightiest of the Overlords
prepare for the ultimate confrontation.*

*The time has come for the
wrath of the gods to be unleashed!*

SETUP

USING THE XBOX VIDEO GAME SYSTEM

- 1 Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
- 2 Press the power button and the status indicator light will light up.
- 3 Press the eject button and the disc tray will open.
- 4 Place the Wrath Unleashed™ disc on the disc tray with the label facing up and close the disc tray.
- 5 Follow onscreen instructions and refer to this manual for more information about playing Wrath Unleashed.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

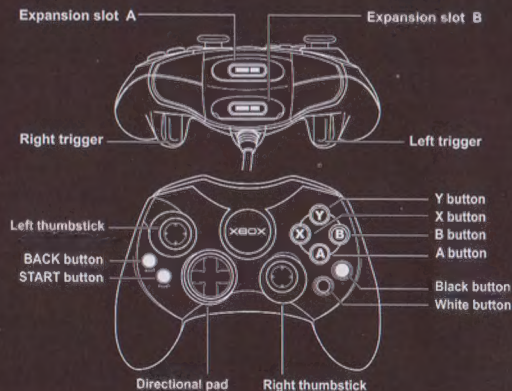
To avoid damage to discs or the disc drive:

- 1 Insert only Xbox-compatible discs into the disc drive.
- 2 Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- 3 Do not leave a disc in the Xbox console for extended periods when not in use.
- 4 Do not move the Xbox console while the power is on and a disc is inserted.
- 5 Do not apply labels, stickers, or other foreign objects to discs.

CONTROLS

USING THE XBOX CONTROLLER

- 1 Insert the Xbox controller into any controller port of the Xbox console.
- 2 Use the hard disk if you wish to save your progress.
- 3 Follow onscreen instructions and refer to this manual for more information about using the Xbox controller to play Wrath Unleashed.



BASIC GAME CONTROLS

WORLD MAP CONTROLS

START BUTTON

Pause/access options

DIRECTIONAL PAD

Press in any direction to move camera and cursor; press to move selected character

LEFT THUMBSTICK

Press in any direction to move camera and cursor; press to move selected character

RIGHT THUMBSTICK

Press to move the camera

RIGHT TRIGGER

Zoom camera in

LEFT TRIGGER

Zoom camera out

Y BUTTON

Toggles the Help Menu

B BUTTON

Cancel action/exit Help Menu

A BUTTON

Select highlighted creature

X BUTTON

Use Gates

WHITE BUTTON

Pass turn

BLACK BUTTON

Toggles the top-down map

ARENA CONTROLS

START BUTTON

Pause/resume

LEFT THUMBSTICK

Press in any direction to move creature

RIGHT TRIGGER

Block/strafe

LEFT TRIGGER

Special magic attack

Y BUTTON

Heavy magic attack

B BUTTON

Light magic attack

A BUTTON

Light melee attack

X BUTTON

Heavy melee attack

TOP-DOWN MAP CONTROLS

START BUTTON

Pause/access options

LEFT THUMBSTICK

Move cursor

DIRECTIONAL PAD

Move cursor

RIGHT TRIGGER

Zoom in camera

BLACK BUTTON

Toggles World Map mode

Y BUTTON

Toggles the Help Menu

B BUTTON

Toggles World Map mode

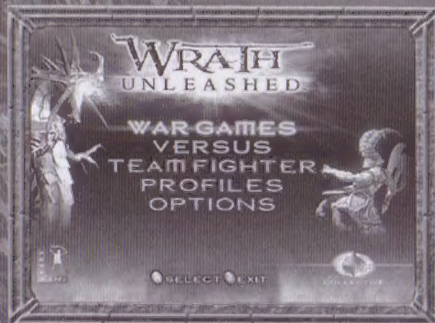
A BUTTON

Select highlighted creature and switch back to the World Map

X BUTTON

After selecting a hex, press to see creatures within attack range

PLAYING THE GAME



Wrath Unleashed provides numerous play options: Battles, Versus, Team Fighter and Campaign. While each option provides unique challenges, there are two distinct gameplay modes within Wrath Unleashed: waging war on the World Map and fighting tooth-and-claw during arena combat.

On the World Map, players take turns moving their army of creatures in a bid to seize key structures, attack

the enemy or cast powerful magic spells (see World Map, page 16).

In arena combat, two creatures fight to the death using melee and magical attacks (see Arena Combat, page 24).

To save your progress in Wrath Unleashed, make sure you create a profile before playing. Select Profiles from the Main Menu, create a New Profile, and then save it to the hard disk or memory unit. You can play Wrath Unleashed without a profile, but you won't be able to save any games or custom armies. After a profile is created, select the type of game you want to play from the Main Menu.

WAR GAMES

Choose WAR GAMES to play individual battles, single-player campaigns, the tutorial mission, or to load a saved game or build custom army sets.

BATTLE

Select BATTLE to pit yourself against other players (AI or Human) on a map of your choosing.

- ⊗ **Number of Players:** Determine the number of players.
- ⊗ **Realm:** Select the realm for each player.
- ⊗ **Type:** Select whether the player is Human or AI controlled (you can also choose the difficulty level of the AI player).
- ⊗ **Army Size Limit:** Determines the number of points you can spend on creatures in your army (for creating custom armies).
- ⊗ **Team Setup:** Use this option to choose teams (for 3- and 4-player games only).
- ⊗ **Edit Profiles and Armies:** Access the Battle/Select Options menu to:
 - ~Load or create profiles
 - ~Load or create custom armies.

⊗ **Modify Rules:** Select from the following to adjust rules and options for the game:

- ~ **Turn Limit:** Select a predetermined limit of turns for your game. When the turn limit is reached, the game ends and the player with the most Temple points wins.
- ~ **Turn Timer:** Select a time limit to make a move on the World Map. When the turn limit is passed, the player loses their turn.
- ~ **Arena Timer:** Select a time limit for arena combat. If the limit is passed and the creatures are still alive, "Sudden Death" occurs—bolts rain down from the sky until one or both creatures are killed.
- ~ **Mana:** Choose the rate of Mana accumulation.
- ~ **Arena Combat:** Choose to play all battles in arena combat, to play battles in arena combat only when human players are involved (Human vs. Human OR Human vs. AI), or automatically resolve all battles without going into arena combat. The last option determines the winner based on rank, current health and terrain.
- ~ **Overlord Killed:** The "Player Out" option means a player loses as soon as his/her Overlord is killed. The "Player In" option means a player will stay in the game even if the Overlord is killed, and the game must be won through other means, such as Temple point capture or the defeat of all creatures on a team.

Next, select OK to access the Battle/Select Map screen to choose a map from the available list. Information for each map can be seen on the lower-left corner of the screen:

- ~ **Number of Players**
- ~ **Difficulty**
- ~ **Temple Total:** Total number of Temple points available.
- ~ **Need to Win:** Total number of Temple points needed to win.
- Once a map is chosen, select BRIEFING to view a synopsis of the map. Choose START GAME to play.



CAMPAIGN

Select CAMPAIGN to play single-player campaign missions. Choose between the four different realms:

- LIGHT ORDER:** Play as the Light Order Demigod Aenna.
- LIGHT CHAOS:** Play as the Light Chaos Demigod Epothos.
- DARK ORDER:** Play as the Dark Order Demigod Durlock.
- DARK CHAOS:** Play as the Dark Chaos Demigod Helamis.



Each realm contains four missions. Completing a mission unlocks the next mission in the realm.

As you play deeper into a realm's missions, they become more difficult. Furthermore, the difficulty between realms becomes more challenging. For example, the Light Order realm is easier than the Light Chaos realm, and so on.

Once a realm and a mission are selected, you are taken to the Campaign/Overview screen to view the map for the upcoming battle. You can also choose to review the following:

- ~ **Objectives:** Preview features and objectives special to this mission.
- ~ **Briefing:** Select to read the story for this mission.
- ~ **Start Game:** Select to begin gameplay.

TUTORIAL

Select TUTORIAL to begin the in-game tutorial that will teach you the basics.

LOAD GAME

Select to load a previously saved battle (multiplayer game) or a previously saved campaign mission (single-player game).

ARMY BUILDER

Select Army Builder to create a custom army and choose the type and number of creatures you want, provided you don't exceed the amount for any particular class (see the chart on the following page for class limitations). You are provided the following options:

- ~ **Choose Army Realm**
- ~ **Choose Army Name**
- ~ **Choose Army Size:** This determines the maximum number of creatures in your army and the number of points you can spend on creatures.
- ~ **Edit Army Layout:** Takes you to the Army Builder/Edit Layout screen where you can build your army:
 - First, select a creature using the left thumbstick or directional pad, and then press the A BUTTON.
 - To delete individual units, press the X BUTTON.
 - "Max Units" means you can no longer add that creature type.
 - Points to spend on creatures are given based on army size:

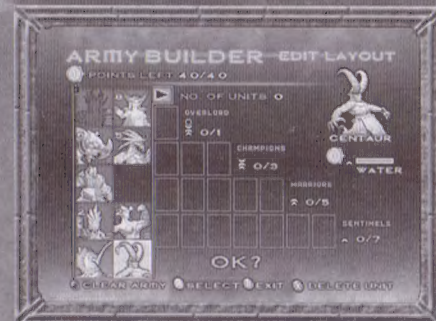
SMALL	20 points
MEDIUM	30 points
LARGE	40 points

Class limits are set on all creature types:

CLASS	MAXIMUM IN ARMY
OVERLORD (DEMI-GOD, GOD)	1 (REQUIRED)
CHAMPION (DEMON, DRAGON, OGRE MAGE, ETC.)	3
WARRIOR (GENIE, GLANTESS, DJINN, SPIRIT ARMOR)	5
SENTINELS (CENTAUR, UNICORN, CENTABRA, DARK UNICORN)	7

Example Army: Medium Light Order

You begin with 30 points. First, you must select an Overlord, which costs 8 points. That leaves you with 22 points (even though you have enough points remaining, you can only select one Overlord for your army). Next, you choose 7 Centaurs (each costing 1 point), which is the maximum number of Sentinel-class characters you can have, leaving you with 15 points to spend. You feel you need a backup spell-caster so you decide to select a Suggernaut, which costs 6 points, leaving you with 9 points left to spend. You now choose to round out the remainder of your army with four Genies, which costs 8 points, leaving you with 1 point left over. Since you selected the maximum number of Sentinel-class characters (in this case, Centaurs), there are no other creatures available. Now save your army and test it in battle.



VERSUS

Choose VERSUS to play arena combat only against another player, Human or AI.

TYPE OF PLAYER

Determine whether each player is Human or AI controlled. You can also choose the AI difficulty level.

WINS NEEDED

Select the number of rounds needed to win (from 1 to 5 or unlimited).

ARENA TIMER

Turns the timer on or off. If a time limit is chosen and no player has won when time expires, "Sudden Death" occurs and bolts rain down, damaging both players. The first player to die loses.

SELECT CREATURES

After setting the Arena Timer, select OK to access the creature-selection screen. Starting with

player one, press the left thumbstick or directional pad left/right/up/down to choose the Order/creature you wish to battle with, and then press the A BUTTON. Player two will then be able to select their Order/creature in the same manner once player one is finished.

After each player has selected a creature, player one chooses an available realm to battle in by pressing the left thumbstick or directional pad left/right/up/down, and then confirming the selection by pressing the A BUTTON. Select BEGIN BATTLE to engage in combat. Note: In the lower-right corner of each arena there are icons designating which Order or Orders have the advantage in battle. Some arenas grant advantages to more than one Order, while some arenas are considered neutral and grant no advantage to either team.

TEAM FIGHTER

Team Fighter is a variation of Versus where both players create a team of creatures and pit them against each other in a series of arena duels. Play continues until one player's team is completely wiped out.

TEAM SIZE

Select the team size for each player.

RANK LIMIT

If turned off, more than the usual limit of creatures can be chosen for each rank type, provided the player has enough points.

ARENA SELECT

Choose how arenas are selected during the game.

- RANDOM randomly selects a different arena for each duel.
- WINNER ADV selects an arena that is advantageous to the winner of the previous duel.
- NEUTRAL selects an arena that provides no advantage to either side.
- LOSER ADV selects an arena advantageous to the loser of the previous duel.

ARENA TIMER

Select the time limit for each battle, and then press the A BUTTON to confirm. This takes you to the Team Fighter selection screen where you can build your team.

BUILD TEAM

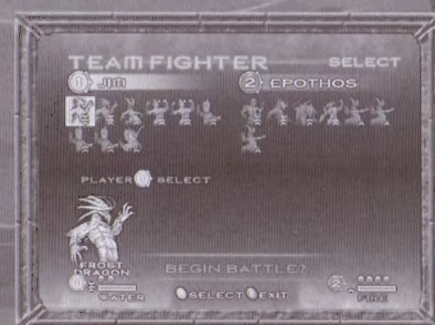
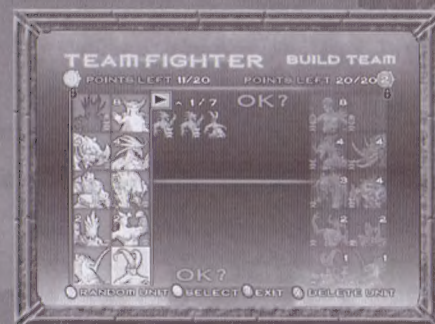
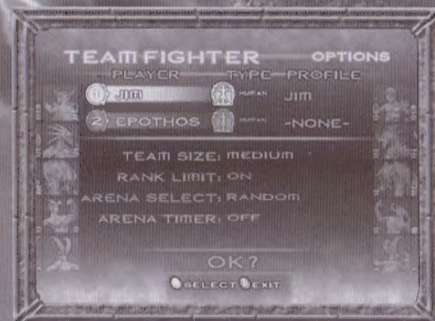
Each player is free to spend their points on any available creature, provided they have points remaining and haven't exceeded the rank limit (unless the rank limit has been turned off). For example, although a player may have enough points to pick 10 Centaurs, he/she is limited to a maximum of 7, based on the set allowance for the Sentinel class.

POINTS PER TEAM SIZE:

SMALL	5 points
MEDIUM	10 points
LARGE	20 points

CLASS LIMITS:

OVERLORD	1 max on a team
CHAMPIONS	3 max on a team
WARRIORS	5 max on a team
SENTINELS	7 max on a team



You are also limited to a maximum number of 12 creatures on a team, even if you still have unused points. If you want to remove a creature from your team, press the **X** BUTTON to deselect the creature. Press **OK** when ready. This takes you to the Team Fighter order screen.

Both players now choose the creatures from their chosen armies that they wish to battle with in the arena. When the duel is finished, players return to this screen, where the loser can choose the next creature from his or her team.

PROFILES

NEW PROFILE

Create a new profile.

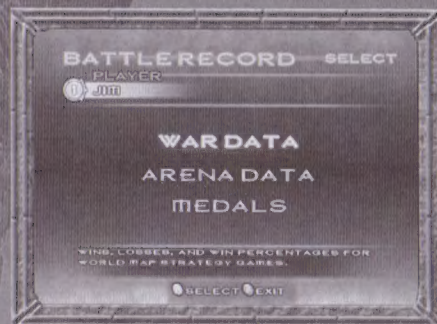
LOAD PROFILE

Load a previously saved profile.

BATTLE RECORD

Find information and statistics on:

- War data
- Arena data
- Medals for the currently loaded profile



OPTIONS

CONTROLS

Select between different controller configurations, turn controller vibration on or off, and choose between Preset or Free camera modes on the World Map.

VIDEO

Brightness: Adjust the brightness level.

Creature Pedestals: Turns pedestals on or off on the World Map. When Auto is selected, the game decides when to turn them on.

Creature Portraits: Turns creature portraits on/off.

Subtitles: Turns subtitles on/off.

AUDIO

Effects Volume: Use this slider to adjust the volume of explosion, magic, and other ambient in-game sound effects.

Music Volume: Change the volume of the music that plays during the game.

Speech Volume: The volume of voices can be modified with this slider.

BONUS GALLERY

Earn bonus medals to unlock and view concept art of the awesome and fantastic creatures from *Wrath Unleashed*.

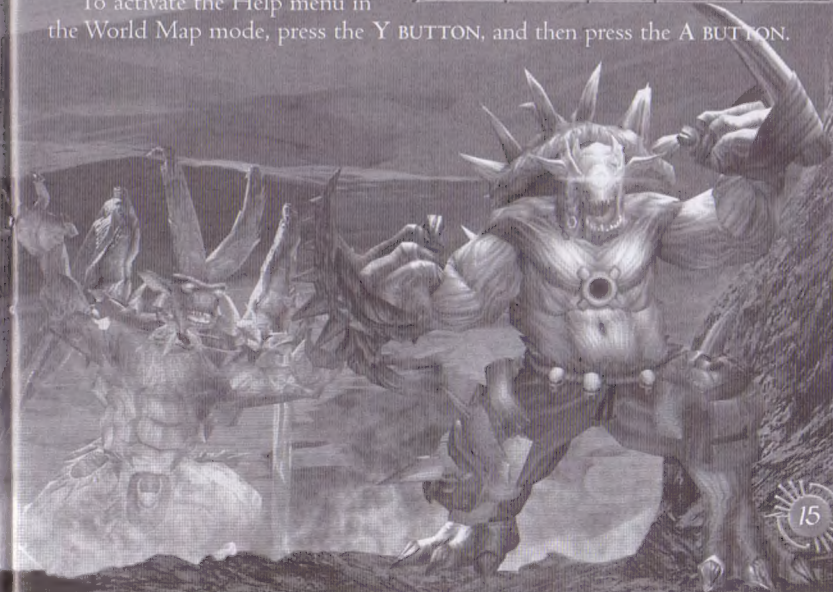
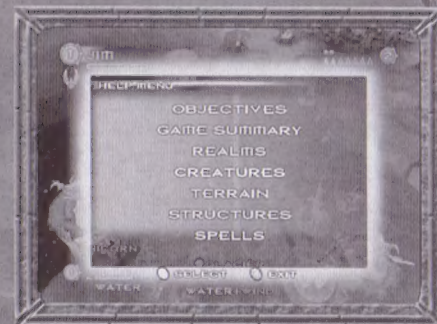
CREDITS

View the names of all the talented people who created *Wrath Unleashed*.

GAME REFERENCE

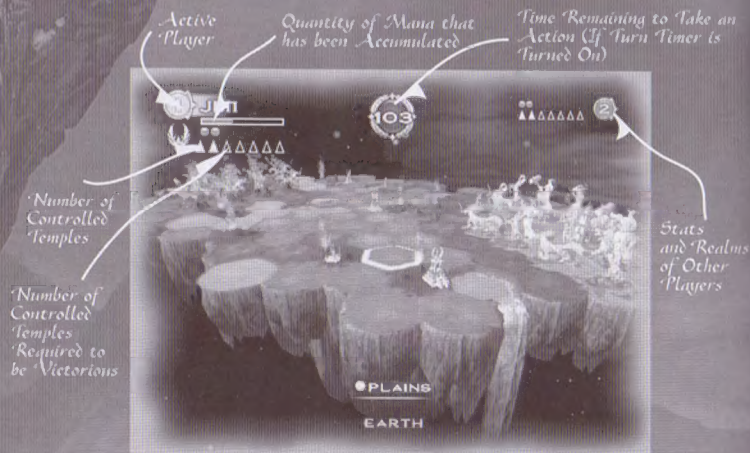
In battle games and campaign missions, an extensive Help menu is always available on the World Map. The Help menu is an important guide to information about creatures, structures, spells, and terrain types. Be certain to consult it frequently in your battles as a thorough understanding of *Wrath Unleashed* will help lead you to victory.

To activate the Help menu in the World Map mode, press the **Y** BUTTON, and then press the **A** BUTTON.



THE WORLD MAP

The World Map represents the land that the Overlords are fighting to dominate. Here, players devise cunning strategies, cast crucial magic spells and move creatures into favorable spots for battle. The main objective in the World Map is to win by capturing a specified number of Temple points, which are determined in the objectives screen, or by defeating the enemy Overlord.



MOVEMENT RANGE



When you select a creature, a region of the World Map is outlined. The area within this region represents the creature's movement range. The selected creature can move into any hex within this area; however, creatures cannot end their turn in a hex occupied by a friendly creature. Subject to the following rules, the selected creature can move into any hex within this area.

~ If a creature ends its turn in a hex occupied by an enemy creature, the game will transition to arena combat. The victor of that duel will then occupy the hex.

~ Walking creatures must move around all other creatures and cannot cross gaps.

~ Flying creatures can move over creatures (except enemy Sentinels) and cannot cross gaps.

~ Teleporting creatures can move through all creatures, cross gaps and ignore Sentinel Barriers.

~ Sentinels (Centaur, Centabras, Unicorns, and Dark Unicorns) have a special ability called the Sentinel Barrier.

An enemy creature must end its turn when it moves next to a Sentinel. This means that it will take an enemy two turns to attack a Sentinel: one turn to move next to the Sentinel, and another turn to move into the Sentinel's hex.

CASTING SPELLS ON THE WORLD MAP

Instead of moving a creature, you can use your Overlord or Adept to cast magic on the World Map, assuming you have enough Mana. These World Map spells have various effects on the game, such as transforming terrain, teleporting, healing, harming, or resurrecting units. Casting a spell counts as a turn.

To use a spell, select an Overlord or Adept and press the A BUTTON. Two selections are available, MOVE and CAST. Select Cast to access a list of spells. Use the directional pad or the left thumbstick to highlight a spell, and then press the A BUTTON

to select it. Most spells require you to select a target hex or creature. However, you can't cast a spell on a hex that contains a Temple or Citadel.

Note: The Wrath and Resurrect spells can only be cast by Overlords.



MAGIC SPELLS

Spell Cost Casters Description

SUMMON 2.5 ADEPT/
OVERLORD
ELEMENTAL Brings forth a being of pure elemental power to attack targeted creature in arena combat. The type of elemental will depend on the realm that summons it, but all possess greater combat strength than a warrior.

WRATH 3 OVERLORD
ONLY Only demigods and gods can cast Wrath, which allows them to deliver two health bars of damage directly to an enemy creature. If the damaged creature has two health bars or less, it will be destroyed.

BIND 2.5 ADEPT/
OVERLORD This spell binds an enemy creature to the terrain it occupies for 3 rounds. Bound creatures cannot move or cast spells but can defend themselves in arena combat if attacked.

**TRANSFORM
LAND** 2 ADEPT/
OVERLORD This spell changes the targeted terrain to the primary advantage type of the caster, and the adjacent terrain will also change to either primary or secondary advantage type of the caster. Ethereal tiles cannot be affected by this spell.

HEAL 2.5 ADEPT/
OVERLORD Cast on a wounded ally creature to fully replenish its health.

RESURRECT VARIABLE OVERLORD
ONLY Enables the caster to revive one of their creatures, and place it in adjacent terrain. The cost to resurrect depends on the type of creature. Higher ranking creatures cost more. Only gods and demigods can cast Resurrect.

Spell Cost Casters Description

**TRANSFER
HEALTH** 1 ADEPT/
OVERLORD This spell is used to transfer health from one of the caster's creatures to a wounded ally. The spell will drain as much health as can be spared from the donor without killing it.

TELEPORT 2 ADEPT/
OVERLORD This spell teleports one of your creatures to terrain that falls within the spell's range. The creature can be no further than five tiles away from the caster and can be teleported no farther than five tiles away from the caster. Casters can also teleport themselves. Creatures can be teleported directly into combat.

YERHAIZI TYPE

PLAINS

Plants grow better and taller on the tundra, but they are facing a real danger. Not protected as far as we make the fish from the ocean, there are more plants than a plant can grow on and more water than it needs. For me, like Dick Owsen, it's a real danger. In some ways, the tundra is the most dangerous, and even more dangerous than any other place.

www.HumanAids.org 1-800-458-5231 1-800-458-5231

DOI: 10.1002/for



MOUNTAINS

[illegible]

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DEAD

These terms are being explained in order to ensure that you fully understand the terms of the agreement. The terms of the agreement are as follows:

Year	Age Group	Mean Time
1990	18-24	1:05.00
1990	25-34	1:08.00
1990	35-44	1:10.00
1990	45-54	1:12.00
1990	55-64	1:15.00
1990	65+	1:18.00
1995	18-24	1:03.00
1995	25-34	1:06.00
1995	35-44	1:08.00
1995	45-54	1:10.00
1995	55-64	1:13.00
1995	65+	1:16.00
2000	18-24	1:01.00
2000	25-34	1:04.00
2000	35-44	1:06.00
2000	45-54	1:08.00
2000	55-64	1:11.00
2000	65+	1:14.00
2005	18-24	1:00.00
2005	25-34	1:03.00
2005	35-44	1:05.00
2005	45-54	1:07.00
2005	55-64	1:10.00
2005	65+	1:13.00
2010	18-24	0:59.00
2010	25-34	1:02.00
2010	35-44	1:04.00
2010	45-54	1:06.00
2010	55-64	1:09.00
2010	65+	1:12.00



GLACIER

Many women in India have found success with the treatment, and some stress that it not only had hair regrowing from the scalp, but it also had hair regrowing from the face. Dark lines and hair under arms, as well as the armpits. They were not coming from sports and not caused by some pills. The treatment had no negative side effects, and it was not too expensive. Some women were surprised, depending on their income, people could consider it. Dark lines and hair regrowing on face. After 10-15 days, you will see the results.

10. *Journal of the American Statistical Association*, 1997, 92, 1033-1046.



LAVA

The new car is covered with a fine red velvet, made in the United States, a genuine rose water, in double clasp, the top panel, the vents, and finally, there's a fine cream, like soft foam, taking around the door and window, with a fine, strong, brown, strong, velvet, from the State of New York, and a fine, velvet.

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The Journal of Law, Economics, & Organization, V16 N1



DESERT

High winds and heavy rain are a few of the dangers. And that is the bitter desert terrain. Sometimes the conditions are bad and that's the biggest creature and you'll find just the same conditions and animals in the desert here as well. But here in China and I think I have to make sure in the dangers of the environment. They mean both dangers from insects, and from the wind, and from the sun. They are very much like magic, they are very much like magic, and I think from here that other animals and people are not aware and maybe you'll see that. I think I'll be very careful of the things here.

15. *Journal of the American Medical Association*, 277, 1996, 1000-1001.

[illegible]

SEA

[illegible][illegible]

Index

1989

SWAMP

The recent creation of rocky ponds at my camp has been a real pain. But then, I've learned and realize that most things that seem annoying but end up being fun and fun only require time and patience in the moment. The recent cold left things from clouds and trees, closed by real pain. They also mean, and that means, things from things, really, not really, but they are the other way around. Depending on their choice, the things, really, by the trees and green, really, really, the trees, really.

[illegible]

1000

.....

Factorial Study: Posttest only

ETHEREAL

transformed from pure energy into a solid, three-dimensional form and subjected to a series of tests to determine its strength. Edward's research shows that a material made of pure energy is much stronger than a material made of matter. In fact, it is so strong that it can withstand the stress of a nuclear explosion. This research is being transformed by the Twentieth Century into a World War II weapon.



Training: 8.24 hr. (10.00 hr. at 100 ft.)

1

September 5 - 11 Nov

1997

WORLD MAP STRUCTURES



CITADEL

[illegible]

TEMPLE

Examples are words or phrases on cards. Like words, syllable cards can be used with groups. It is a good practice to use them with a group, so all can see and build confidence. Groups discuss the words and form the words by themselves. When one is well known, the group can attempt to use the words in sentences. Sample poems that use syllable words are found on page 10.



GATE

Warning: After returning to the United States, you will be asked whether there are any other symptoms of the same infection. If you have any other symptoms, you are very likely to have more than one kind of cancer from exposure. In one case,

- Stand on a platform and press the **START** button to open the gate.
- Choose a destination gate using the **LEFT** **TRAVELLER** as a reference point.
- Press the **START** button used in the destination gate to pass the **X** **TRAVELLER** node and close the gate. An ascending movement range will be initiated. (Note: Pressing the **START** button at any point during your move makes all movement and returns the creature to its original starting location.)



MANA WAT

$\alpha = 0.05$ and $\alpha = 0.01$ are shown in Table 1. In the case of $\alpha = 0.05$, the power of the test is 0.80 for $\beta = 0.05$ and 0.90 for $\beta = 0.10$. In the case of $\alpha = 0.01$, the power of the test is 0.70 for $\beta = 0.05$ and 0.80 for $\beta = 0.10$.

NEXUS POINT

To activate nexus points, your creatures must occupy all terrain with nexus points on them. In games with teams, only one player on a team can activate them, and only the activating player is rewarded. Rewards depend on the map.



MAGIC AMPLIFIER

Occupying terrain with a magic amplifier allows any creature to cast the same spells as the World Map that it occupies.

Once a creature moves off the terrain with the magic amplifier, it can no longer cast spells.



ARENA COMBAT

When a creature is attacked by an enemy creature, the view zooms in from the World Map into the arena. The two creatures are placed on opposite sides of the arena with the attacking creature on the left side of the arena and the defending creature on the right.

The winner of an arena battle is the creature that remains with the most health to zero. The creature that wins will stay in the World Map and the loser is removed from the game. The combat in the arena can be timed, if the timer runs out during a battle, death strikes will rain down from the sky and kill both creatures until one is dead.

After a battle, the arena returns to its normal state and the game zooms out from the arena back to the World Map. The arena can be used to test your creatures and their abilities before they enter a real battle.

There are two main things to keep in mind when fighting an arena duel: the type of creatures involved and the terrain of the hex in question.

A higher-ranking creature will generally win the majority of battles if both creatures are at full health and the skill levels of both players are equal.

What can change that equation is the terrain in that hex. If the terrain favors the attacking creature, it can do more damage than normal or even win the match outright. Therefore, it's important to first assess the terrain before initiating an arena duel.

Bars Represent
Additional Bars
of Health

Creature's
Remaining Health

Time Remaining
(Optional)

Creature's
Remaining Energy

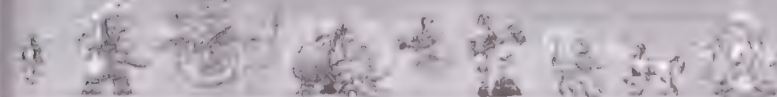
Bars
Represent
Bars of
Energy



LIGHT BESTIARY

LIGHT ORDER

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTAUR	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	BACK KICK
UNICORN	SENTINEL	1	1	2	THROW WEAPON	MAGIC BLAST	BLINK	MYSTIC HOOF STOMP
GRANTESS	WARRIOR	2	1	4	HAMMER CRASH	STUN HORN	HEAL	HAMMER SWEEP
GENIE	WARRIOR	2	1	3	MAGIC OPE	GRAB THROW	BLINK	WHIRLING BLADE
WATER ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	MAGIC BEAM	MAGIC BLAST	DIVE	IMPACT WAVE
JUGGERNAUT ADEPT	CHAMPION	3	2	5	MAGIC OPE	GRAB THROW	RAM ATTACK	FORCE SWORD
FROST DRAGON	CHAMPION	3	2	5	MAGIC OPE	BREATH	DIVE	TUNNELING TAIL ATTACK
OBSE MAG	CHAMPION	3	2	5	MAGIC OPE	TRAP	MAGIC SHIELD	PHANTOM BLADE
DEM GOD	OVERLORD	4	3	5	MAGIC BEAM	MAGIC BLAST	MAGIC SHIELD	ICE WALL
GOD	OVERLORD	5	3	5	MAGIC BEAM	ETHEREAL PURGE	MAGIC SHIELD	ENERGY NOVA



LIGHT CHAOS

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTAUR	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	BACK KICK
UNICORN	SENTINEL	1	1	2	THROW WEAPON	MAGIC BLAST	BLINK	MYSTIC HOOF STOMP
GRANTESS	WARRIOR	2	1	4	HAMMER CRASH	STUN HORN	HEAL	POWER BASH
GENIE	WARRIOR	2	1	3	FIRE BALL	GRAB THROW	BLINK	WHIRLING WINDS
FIRE ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	FIRE RIFT	FIRE BLAST	DIVE	IMPACT WAVE
JUGGERNAUT ADEPT	CHAMPION	3	2	5	FIRE BALL	GRAB THROW	RAM ATTACK	MAGIC WAVE ATTACK
BLAZE DRAGON	CHAMPION	3	2	5	FIRE BALL	BREATH	DIVE	SCORPION STINGER
FIRE GIANT	CHAMPION	3	2	5	FIRE BALL	FIRE BLAST	SUMMON	CANNONBALL
DEMIGOD	OVERLORD	4	3	5	FIRE RIFT	FIRE BLAST	SUMMON	POLE VAULT SMASH
GOD	OVERLORD	5	3	5	FIRE RIFT	MAGMA INFERNO	SUMMON	FIRE STORM WHIRLWIND



DARK BESTIARY

DARK ORDER

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTABRA	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	LUNGING HEAD BUTT
DARK UNICORN	SENTINEL	1	1	2	THROW WEAPON	LIGHTNING BLAST	BLINK	ENERGY BOLT
SPIRIT ARMOR	WARRIOR	2	1	4	THROW WEAPON	SHIELD BLAST	MAGIC SHIELD	WHIRLING UPPERCUT
QJINT	WARRIOR	2	1	3	GROUND WAKE	STEAL LIFE	BLINK	WHIRLING BLADE
EARTH ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	GROUND WAKE	EARTH BLAST	DIVE	ELEMENTAL TWISTER
NIGHTMARE ADEPT	CHAMPION	3	2	5	GROUND WAKE	STEAL LIFE	SUMMON	ADAPT ENERGY SLASH
ARCH DEMON	CHAMPION	3	2	5	GROUND WAKE	EARTH BLAST	JUMP STUN	DUAL WING SLAM
IRON GOLEM	CHAMPION	3	2	5	GROUND WAKE	SHIELD BLAST	GRAVITY WELL	FLYING IRON CRASH
DEMIGOD	OVERLORD	4	3	5	GROUND WAKE	EARTH BLAST	SUMMON	STAFF SLAM SPIKES
GOD	OVERLORD	5	3	5	GROUND WAKE	RAIA'S RAGE	SUMMON	EARTH WALL SUMMON



DARK CHAOS

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTABRA	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	LUNGING HEAD BUTT
DARK UNICORN	SENTINEL	1	1	2	THROW WEAPON	LIGHTNING BLAST	BLINK	ENERGY BOLT
SPIRIT ARMOR	WARRIOR	2	1	4	THROW WEAPON	SHIELD BLAST	MAGIC SHIELD	EXPAND BLAST
QJINT	WARRIOR	2	1	3	BALL LIGHTNING	TRAP	BLINK	POLE
WIND ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	LIGHTNING WAVE	LIGHTNING BLAST	DIVE	ELEMENTAL TWISTER
NIGHTMARE ADEPT	CHAMPION	3	2	5	BALL LIGHTNING	GRAB THROW	BLINK	WHIRLING HOODES
CHAOS DEMON	CHAMPION	3	2	5	BALL LIGHTNING	LIGHTNING GAZE	JUMP STUN	ENERGY BLAST
HYDROPS	CHAMPION	3	2	5	BALL LIGHTNING	STUN SMASH	RAM ATTACK	ROLLING CLAW SMASH
DEMIGOD	OVERLORD	4	3	5	LIGHTNING ARC	LIGHTNING GAZE	BLINK	KISS OF DEATH
GOD	OVERLORD	5	3	5	LIGHTNING ARC	SKY'S EMBRACE	BLINK	STAFF SEQUENTIAL BLAST



THE OVERLORDS AND THEIR NEARERS

LIGHT ORDER OVERLORD AENNA

Aenna is the personification of Order and purity. She believes that the universe is moving toward an order that is divine and magnificent. She does everything in her power to insure the continued enlightenment of sentient beings by bringing order and peace to troubled peoples. She taught the fabled Ogre Mages mental techniques to focus and channel their feral natures into powerful magical abilities.

Despite her logical and ordered disposition, she is passionate in her work. Epothos, the powerful and cunning Light Chaos Overlord. Even though Epothos has a chaotic nature, Aenna can handle him with firmness. It is usually through her to remove a Chaos to the time pole.

Aenna is central to the entire Helamis world opposed to everything Aenna represents. Helamis is always on the lookout for eggs to undermine Aenna and her worshipers.

LIGHT CHAOS OVERLORD EPOTHOS

Epothos believes that only those who live the chaotic life are truly free. He is not content with a world in which there is no chaos and order, but the screaming and devouring will suffer his wrath. Strength of character and the ability to withstand hardship in a chaotic universe are tests that the followers of Epothos embrace as trials of devotion.

Epothos despises the villainous machinations of Durlock. Durlock's everything Epothos despises. The Durlock's success on the battlefield cannot be ignored. Epothos has tried numerous times to destroy Durlock, whose escapades have allowed him to avoid death over the course.

Epothos regards the Durlock as a chaotic force. He is not content with a world in which there is no chaos and order, but the screaming and devouring will suffer his wrath. Strength of character and the ability to withstand hardship in a chaotic universe are tests that the followers of Epothos embrace as trials of devotion.

DARK ORDER OVERLORD DURLOCK

Durlock is a personification of Chaos and disorder. He is weak and ineffective. Though he is evil and calculating, he is fascinated with Order.

He believes that the universe is moving toward an order that is divine and magnificent. He does everything in her power to insure the continued enlightenment of sentient beings by bringing order and peace to troubled peoples. She taught the fabled Ogre Mages mental techniques to focus and channel their feral natures into powerful magical abilities.

Despite her logical and ordered disposition, she is passionate in her work. Epothos, the powerful and cunning Light Chaos Overlord. Even though Epothos has a chaotic nature, Aenna can handle him with firmness. It is usually through her to remove a Chaos to the time pole.

DARK CHAOS OVERLORD HELAMIS

Helamis believes that true gods are made divine through cruelty and psychopathic behavior. She often tells her worshipers, "A god's conduct should not be understood by mere mortals, understanding and manipulating the future would drive a mortal insane." She does everything in her power to cast her twisted and twisted malice as cosmic acts simply not understood by the mortals. She enjoys the torment of others.

Helamis is fascinated by Epothos. He has many of the same beliefs, but is not nearly as self-centered as Helamis. Helamis feels it would be possible to turn Epothos to the Dark side, but has not succeeded thus far.

Helamis is a personification of Chaos and disorder. He is weak and ineffective. Though he is evil and calculating, he is fascinated with Order. He believes that the universe is moving toward an order that is divine and magnificent. He does everything in her power to insure the continued enlightenment of sentient beings by bringing order and peace to troubled peoples. She taught the fabled Ogre Mages mental techniques to focus and channel their feral natures into powerful magical abilities.

CREDITS

THE COLLECTIVE

PROJECT

EXECUTIVE STAFF

Creative Director, VP
Richard Hare

VP Development

Gary Priest

VP Production

Douglas Hare

Technical Directors

Nathan Hunt

Feng (William)

Chen

PROJECT LEADS

Lead Designer

James Farley

Lead Artist

Dan Myeka

Lead Programmers

Nathan Hunt

Mike Singleton

Producer

Cordy Rierson

Lead Tools Programmer

Jason King

ART TEAM

Animation

Paul Belmore

Roberta Browne

Michael Gates

David Nilsen

Paul "Grim" Lee

Santosh Onninen

Characters

Garrett Smith

Effects

Mark Bergo

Eric Greenlief

Environments

Matt Olson

Jon Tucci

Cinematic Director

Brian Horton

DESIGN TEAM

Character Design/Scripting

Anthony Doe

Ryan W. Enslow

Noah Tool

LEVEL DESIGN

Arenas

Mike Pirozzi

Strategy Maps

Temara Schulze

Technology Team

David Mark Byttow

Rachid El Guerrab

Paul Im

Michel Messieres

Sergey Parlov

Vincent Schieb

Stephan Sherman

Eubank Wang

Tammy Yap

Tools

Jean-Louis Clement

Sony Green

Chris Gross

INTERNATIONAL PRODUCERS

Hiroimi Okamoto

Bryan Davis

INTERNATIONAL TESTERS

Senior International

Lead

Erik O'Keady

Matt Chang

Jason Pimentel

VOICE

Dialog

Justin Lambros

VOICE and International

Department Manager

Darragh O'Farrell

FO Director

Will Beckman

Senior Voice Editor

Cindy Wong

Assistant Voice Editor

Harrison Deutsch

Manual Designer

Patty Hill

Product Support Supervisor

Jay Geraci

Burning Goddesses

Kellie Walker

Wendy Kaplan

Very Special Thanks

George Lucas

Epithos

Ron Yuan

VOICE CAST

Ainma

Vanessa Marshall

Darlock

Rafael Ferrer

Epithos

Ron Yuan

LUCASARTS

Producer

Jim Tso

QA TESTERS

Lead Tester

Hugh "BOBO"

Moore

Assistant Lead Tester

Eric Brummel

Bradley Johnson

Brianna Woodward

Erik Lampi

Heath Sutherland

Henry Hall

Kevin Au Young

Matt Beraz

Sony Green

Chris Gross

INTERNATIONAL PRODUCERS

Hiroimi Okamoto

Bryan Davis

INTERNATIONAL TESTERS

Senior International

Lead

Erik O'Keady

Matt Chang

Jason Pimentel

VOICE

Dialog

Justin Lambros

VOICE and International

Department Manager

Darragh O'Farrell

FO Director

Will Beckman

Senior Voice Editor

Cindy Wong

Assistant Voice Editor

Harrison Deutsch

Manual Designer

Patty Hill

Product Support Supervisor

Jay Geraci

Burning Goddesses

Kellie Walker

Wendy Kaplan

Very Special Thanks

George Lucas

Epithos

Ron Yuan

VOICE CAST

Ainma

Vanessa Marshall

Darlock

Rafael Ferrer

Epithos

Ron Yuan

VOICE CAST

Ainma

Vanessa Marshall

Darlock

Rafael Ferrer

Epithos

Ron Yuan

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